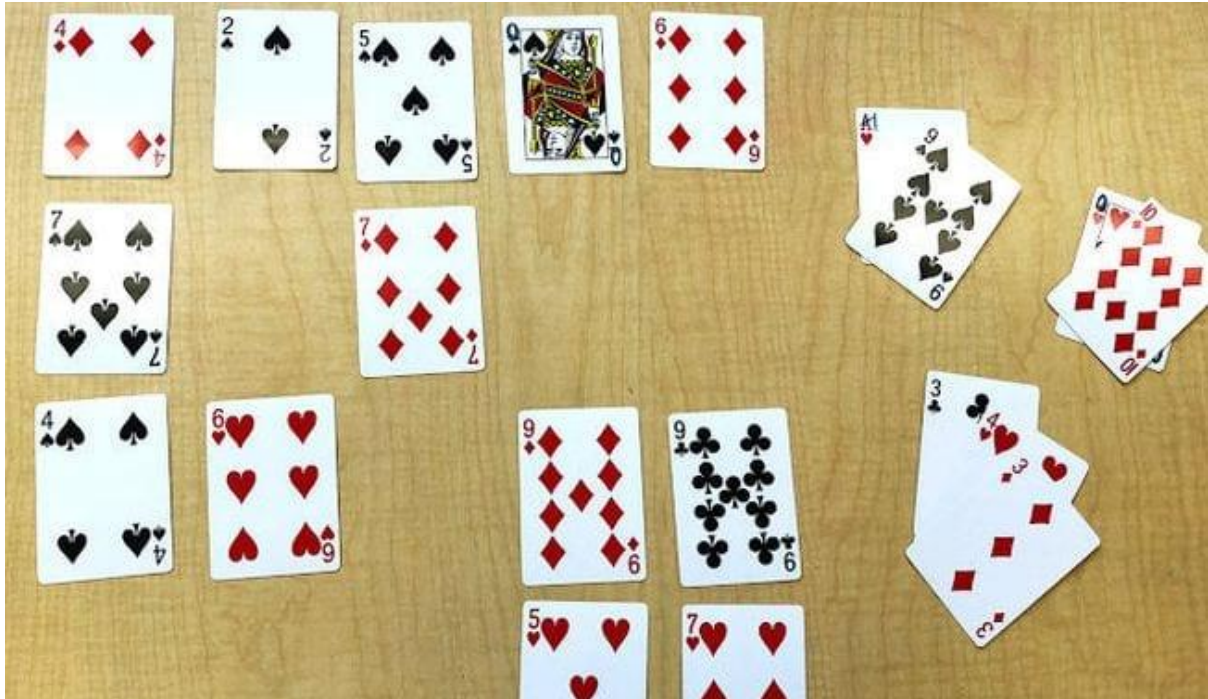


Today, you are going to play these games! You may try every game or choose to keep playing favourites. Send me a photo of you playing your games or write me a note telling me which game you played and which was your favourite!

### *Card Games*



#### Counting On

Remove the Aces, Jacks, Queen and Kings for this one, and grab a die. Players flip a card and roll the die. Starting with the number on the card, they “count on” using the number on the die. For instance, if the player flips a 7 and rolls a 4, they would say, “Seven... eight, nine, ten, eleven.” If they get it correct, they keep the card.

#### Total 10 (Extra Mild)

This can be played alone or with a partner.

Lay out a random 20 cards on the table (Jacks, Queens and Kings equal 0, while aces equal 1). Remove sets of cards that add up to 10, ultimately trying to remove all the cards from the table. If playing against someone else, whoever has the most at the end wins. If playing alone, try and beat your time each time!

#### Race to 100

Play this with an adult or sibling. Place a stack of cards in between you and take turns flipping over the top card. Every time you flip the card, you add its value to your running total. The first to reach 100 wins!

Mild – remove the Jacks, Queen, Kings, Aces.

Spicy – Jack = 11, Queen = 12, King = 13, Ace = 0.

#### Make 10

Remove the Jack, Queen, and King from the stack of cards. In this game, Ace = 1.

Scatter the cards upside down. You are going to pick up two cards.

Your job is to pick up a pair of cards (e.g. a 4 and 6) whose total is 10!

If you pick up two cards that do not total 10 (e.g. a 5 and 6) you have to put them back upside down. It's now the other players turn!

If you pick up two that do total 10, you can have another go.

If you pick up a 10, you get to keep it!

The winner is the person with the most cards at the end!

### Ten or Twenty:

Each player is dealt five cards and the remaining cards are placed face down in a pile at the center of the table. Flip over the top card from the pile and place it face up next to the pile; this will be the start of the 'discard' pile. On each player's turn, the player may pick up the top card in the face-down pile or one card from the discard pile, and that player must use exactly three cards to add up to ten or twenty. If a player cannot make a set adding up to ten or twenty on their turn, that player discards one card in the discard pile and the next player goes. If the player can make a set of cards with a sum of ten or twenty, they place down that set on their turn, pick up three new cards from the face-down pile, and discards one card to end their turn. (Players should end the turn with three cards.) The player with the most number of sets at the end of the game wins.

Make 25 with 5:

Players are dealt five cards each and the remaining cards are stacked face down in a pile in the middle of the table. Players must use all five cards to create a sum of exactly 25. Players go around in a circle and on each turn, they pick up a new card either from the face-down pile or from the discard pile. Players discard one card per turn. First player to create a sum of 25 wins.

### *Dice Games*



*If you don't have a die, make '1-6' flashcards and pick from them, or you can ask Siri!*

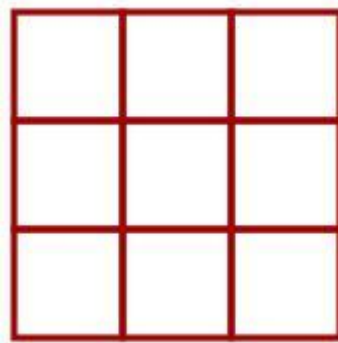
### Don't Roll A 6

Individual version: Roll a die. When you roll, you add the number to your previous total. E.g. If you roll a 3, then a 2, your total is 5. However, if you roll a 6, your score reverts to 0. What's the highest score you can get?

Partner version: Roll a die. When you roll, you add the number to your previous total. E.g. If you roll a 3, then a 2, your total is 5. However, if you roll a 6, it becomes your partners turn. The winner is the first person to reach 100 or above!

### Dotty Six

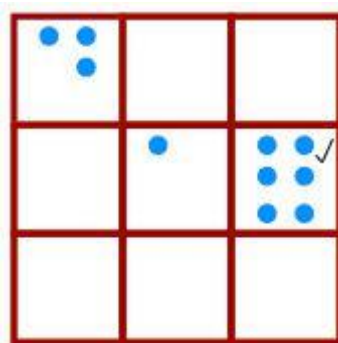
You need a partner, a 1-6 dice and a grid like this;



Take turns to throw the dice and draw that number of dots in one of the boxes on the grid.

Put *all* of your dots in one of the boxes. You can't split them up and you can't have more than six dots in a box.

When a box is full, you could put a tick in the corner like this:



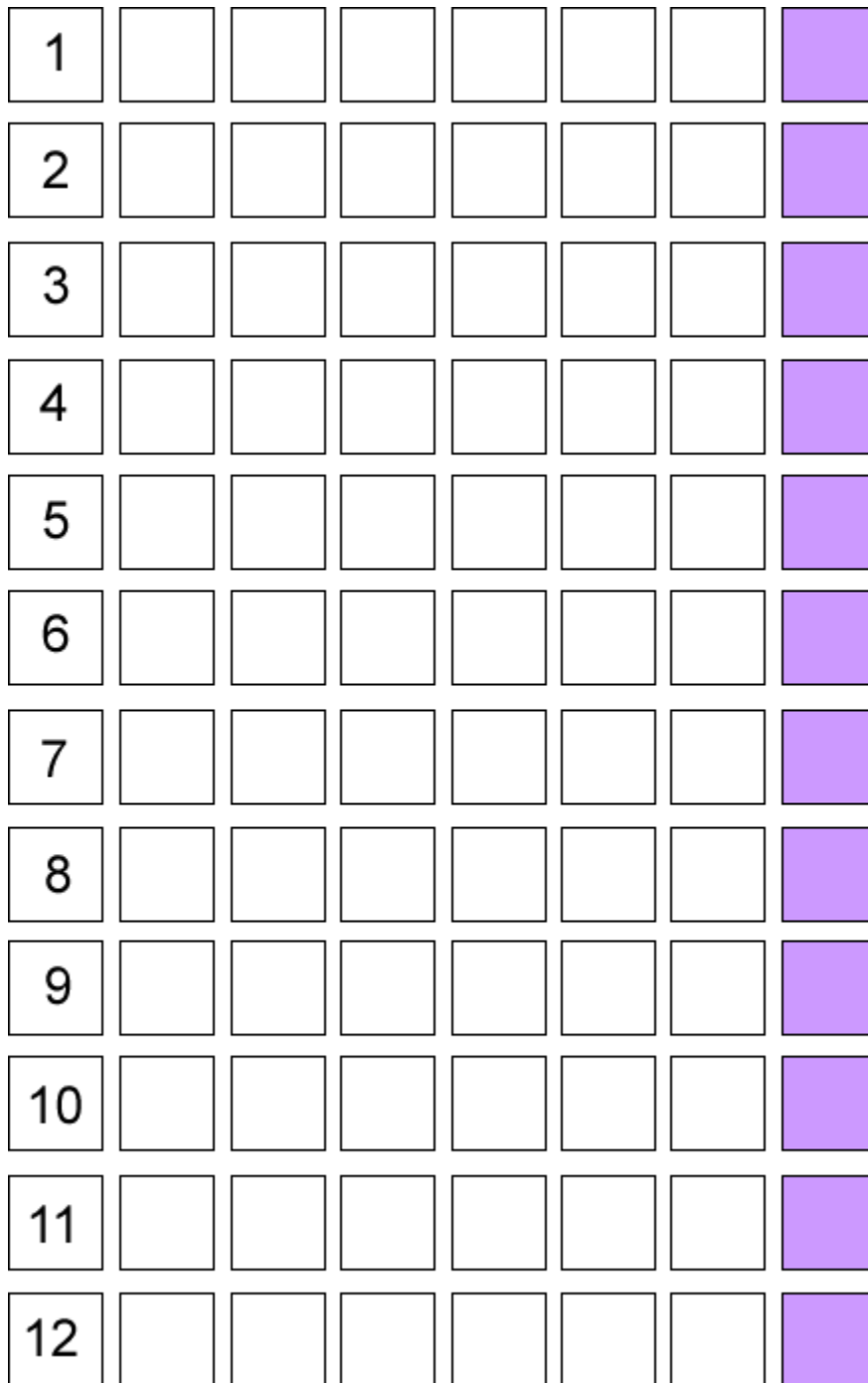
Keep going until there are three ticks in a row or column or diagonal. The winner is the person who puts the last tick.

Now, can you change the game to make your own version?

### Tricky Track

You need twelve counters and two ordinary 1-6 dice for this activity. IF you don't have counters, use any small object or just colour in the squares!

Draw out a board like this (you may find that squared paper is useful!):



Place one of the twelve counters on each of the squares numbered 1 to 12.

Roll the dice and add together the two numbers shown.

Move the counter on that numbered square one box to the right.

Now roll the dice again and repeat this, each time moving the counter on that "row" one box to the right.

Which counter reaches the purple box first?